In the Claims:

1. (Currently amended) A user device comprising:

a network interface configured for communicating via a network external to the user device, and

a processor arrangement configured for executing, ~~in parallel,~~ each of:

a boot module configured for booting the user device,

a receive module configured for

transmitting, to a third-party device, a request for multimedia over the network,

receiving, from [[a]] the third-party device and while the boot module continues to boot the user device, multimedia content via said network, and

storing the received multimedia content in a content memory of the user device, and

a content player module configured for playing multimedia content transmitted by said third-party device, while the boot module continues to boot the user device.

2. (Previously presented) A user device as claimed in claim 1 further comprising a memory for storing multimedia content, wherein:

a) said receive module is further configured for:

transmitting a first request asking whether said third-party device has multimedia content to download to said user device,

receiving a response to said first request,

sending a second request, depending at least on said response, said second request configured to contact a Common Gateway Interface (CGI) script hosted by the third-party device to ask for the download of multimedia content,

receiving the requested multimedia content, and

storing the received content in said memory, and

b) the content player module is further configured for playing other multimedia content stored in said memory prior to downloading the multimedia content.

3. (Currently amended) A user device as claimed in claim 1 wherein:

a) said receive module is further configured for

transmitting a request asking for the ~~streaming of~~ multimedia content to be streamed, and

receiving multimedia content streamed by said third-party device in response to said request, and

b) the content player is further configured for playing the streamed multimedia content as it is received.

4. (Previously presented) A user device as claimed in claim 3 wherein the content player is further configured to stop playing in response to said booting finishing.

5. (Currently amended) A method of playing a content on a user device that communicates via a network, said method comprising implementing, in parallel, each of the steps of:

booting said user device,

~~receiving~~ accessing multimedia content stored by ~~from~~ a third-party device ~~to said user device~~ by receiving, while allowing the booting of the user device to continue, data from the third-party device that has been transmitted to the user device via said network, and

playing, while allowing the booting of the user device to continue, multimedia content received from said third-party device.

6. (Currently amended) A method as claimed in claim 5 of playing a multimedia content on a user device which comprises a memory for storing multimedia content, wherein

a) said ~~receiving~~ accessing step includes protocol-implementing steps of:

transmitting a first request from said user device, said first request asking whether said third-party device has new multimedia content to download to said user device,

transmitting a response to said user device, at least if said third-party device has new multimedia content to download,

transmitting a second request from said user device depending at least on said response and on one or more predefined criterion including at least one of a network load criteria and an available memory criteria, said second request asking for the download of said new multimedia content,

downloading said new multimedia content from said third-party device to said user device, and

storing the downloaded multimedia content in said memory, and

b) said playing step includes playing multimedia content stored in said memory prior to said downloading.

7. (Currently amended) A method as claimed in claim 5 of playing multimedia content on a user device, wherein:

a) said step of ~~receiving~~ accessing includes protocol-implementation steps of[ ]:

transmitting a request from said user device, said request asking for the streaming of multimedia content, and

streaming multimedia content from said third-party device to said user device in response to said request, and

b) said playing step includes playing the streamed multimedia content on said user device as it is received.

8. (Currently amended) A method of playing multimedia content as claimed in claim 5, wherein the received multimedia content is customized by said third-party device.

9. (Previously presented) A method of playing multimedia content as claimed in claim 5, wherein the received multimedia content is compressed.

10. (Previously presented)   A third-party device for communicating via a network and for implementing a protocol for transmitting multimedia content to a user device via said network, comprising:

   a receiver configured for receiving a first request sent by said user device during booting of the user device, said first request asking whether said third-party device has a multimedia content to download to said user device and for receiving a second request sent by said user device during booting of the user device, the second request asking for the download of a multimedia content, and

   a transmitter for transmitting a response to said user device, at least if said third-party device has multimedia content to download to said user device, and for uploading multimedia content to said user device upon reception of said second request.

11. (Currently amended)   A system comprising:

  at least a user device that while booting, initiates implementation of a communications protocol and plays multimedia content,

  a third-party device that, while the user device is booting, communicates with the user device during booting using the communications protocol and, while the user device is booting, transmits multimedia content to the user device, ~~and~~ the third-party device using a network over which the communication and transmitting occurs.

12. (Previously presented)   A computer readable medium storing program comprising instructions for implementing a method as claimed in claim 5, when executed by a microprocessor of a user device.

13. (Previously presented) The user device of claim 1, wherein the processor arrangement is further configured for booting by executing an initial set of operations in response to a user turning on power to the user device.

14. (Previously presented) The method of claim 5, wherein the step of booting further includes executing an initial set of operations in response to a user turning on power to the user device.

15. (Currently amended) The third-party device of claim 10, wherein the receiver is further configured to receive[ing] a first request while the user device is booting by executing an initial set of operations in response to a user turning on power to the user device.

16. (Previously presented) The system of claim 11, wherein booting the user device includes executing an initial set of operations in response to a user turning on power to the user device.

17. (New) The user device of claim 1, wherein the user device is a mobile phone and the request for multimedia content over the network includes a request to a Wireless Application Protocol (WAP) server.

18. (New) The user device of claim 2, wherein the sending of a second request is conditional upon pre-defined criteria that includes one or more of network load and available memory size.

19. (New) The user device of claim 3, wherein receiving multimedia content streamed by said third-party device includes using real-time-streaming protocol (RTSP).